Archangelis Games

Archangelis
A Deckbuilding Battle for all Creation

Rules Booklet
v 2.0
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Welcome to the Final Battle!

A second rebellion has begun. The archangels are uniting their supporters, and gathering to their ranks all the angels they can recruit. As is often the case in war, strange alliances are forming. Some of the fallen, and the powerful among the demonic ranks, are also joining sides. Their motives vary: Some join at the promise of power...others out of the hope of long-awaited redemption. The vast angelic armies will use all the tools at their disposal to seize power over heaven and earth: Ancient relics, spiritual humans, and powerful miracles...both sacred and profane. Any and all weapons will be put to use in this desperate effort.

In Archangelis, you play a powerful member of the heavenly host, assembling the greatest and most terrifying army for the ages. You and your opponents will start with a lowly assembly of angels, and then recruit others to your cause. Your host will challenge spiritual places on earth, while your horde will stand in opposition to your enemies' attempts to do the same. After a series of skirmishes, your game will culminate in one final battle for ultimate power.

CARD TYPES
Starting cards - The weak cards all players start with
Angels/Demons - Powerful entities to add to your army
Humans - Spiritual individuals of great mystical ability
Relics - Myterious items of rare power
Locations - Contested areas of mystical significance
Miracles - Powers beyond imagining
Titles - Ranks granting power to your army

Card Anatomy

All cards in Archangelis have the same features:

A: Name

B: Cost - The amount of Word needed to buy this card

C: Art

D: Type - The basic type of the card

E: Keywords - These will interact with other cards

F: Abilities - These will indicate when and how they are used

G: Word Value - Value used for buying cards in the Store

H: Light Value - Value used in challenges and the Final Battle

I: Flavor Text

Game Setup

1 – If playing using the Commander cards, each player chooses one Commander (or they may be selected at random) and sets it face-up on their side of the table. Set the remaining Commanders out of play.

2 – Each player takes seven (7) Erelim cards and three (3) Nephilim cards. This is your starting deck. Shuffle. Place face-down.

3 – Set all Location cards in a face-down deck off to the side. Draw three and place them face-up in view of all players. These are the starting Locations.

4 – Set the Ophanim cards in a face-up deck near the middle of the table where all players can reach it.

5 – Shuffle all Holy cards (white back) and place in a face-down deck where everyone can reach it. Deal out five (5) face-up cards in a row to the right of this deck. This row is the "Store."

6 – Shuffle all Infernal (red back) cards and place in a face-down deck to the right of the "Store."

7 – Each player draws three cards from their own deck. Determine the starting player in the manner of your choosing.

You're Ready to Play!

Table Layout

Your Opponent's Play Area

Holy Deck

Store (5 cards)

Infernal Deck

Host

Horde

Angels

Demons

Commander

Deck

Human

Human

Discard

Your Play Area

Titles

NOTE: The Location Deck, and three (3) face-up location cards may be placed anywhere all players can see them

How To Win

After one player has won three locations, each player will form a Final Army based on the rewards granted by locations they have won. When Final Armies are revealed...the army with the greatest Light total, wins.

How To Play

Turn phases:
1 – Draw
2 – Play cards (or peform a Host Challenge)
3 – Buy cards
4 – End of turn

1 – Draw
Draw three cards from your deck. If your deck does not have three cards remaining, take what cards (if any) are remaining into your hand. Shuffle your discard deck and place it face-down. Draw until you have three cards in your hand.

2 – Play cards or perform Host Challenge
You can either play your cards from your hand OR perform a Host Challenge (see Host Challenge section)...but not both.

If playing cards:
   - Any cards that have Word values (bottom left) may be spent to buy new cards from the store. Take any cards that you wish to spend, a set these aside for the next phase. **You cannot play a card in this phase and then spend it in the next.**

   - If you play a Miracle, immediately perform the action on the card. Place it face-up in your discard pile.
   - If you play a Title, immediately place the card face-up in your play area, off to the side. Bonuses take effect immediately.
   - Any angel(s) with a Light value may be played into your Host. Place the card(s) in the Host area in front of you.
   - A demon with a Light value may be played into your Horde, if there isn't already a demon in the Horde. Additional demons can ONLY be played to the Horde if:
      - If you have a Prince in your Horde, you can add a Duke
      - If you have a Duke in your Horde, you can add a Chief
      - A card tells you to add a demon to your Horde

How To Play (continued)

2 – Play cards or perform Host Challenge (continued)
  - A sacred human can be added to your Host. A profane human can be added to your Horde. Your Host and Horde may ONLY have ONE human each (if you draw another human, you can use its Word value to buy things).
  - A sacred relic can be equipped to an angel. A profane relic can be equipped to a demon. An angel or demon may ONLY have ONE relic. Place the relic under the angel/demon, with ability showing.

3 – Buy cards
Purchase a card from the store with cost of lesser or equal value to the amount of Word you have to spend. Place any cards purchased into your discard pile face-up, then replace the item in the store with EITHER a card from the Holy deck (white back) or Infernal deck (red back).
 - If you still have Word remaining, another card(s) can be purchased in the same way.
  - As long as there are Ophanim cards remaining, they can be purchased for two (2) Word.
  - Discard all cards spent to produce Word. Any unspent Word is lost.

4 – End of turn
If the player has won their third location, proceed to the Final Battle (see Final Battle section). Otherwise, discard remaining cards in hand, announce the end of your turn, and play proceeds to the player to the left.
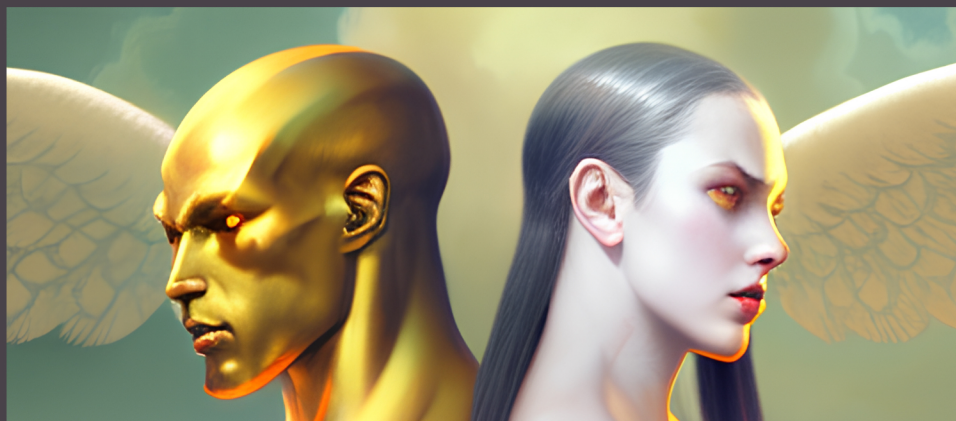
Host Challenge

On your turn, <u>instead of</u> playing the three cards you have drawn, you can set your hand aside and declare a Host Challenge on a location.

1 – Choose a location

The conditions of the location take effect immediately. Any cards "ignored" by the location are not included in the Host's Light totals, and any abilities or bonuses the ignored cards provide are not applied.

2 – Check for Horde Challenger(s)

Starting with the player to your left, check if they wish to perform a Horde Challenge against the challenging Host.

  – If yes, the location's conditions are also applied to the Horde. Total the Light of all demons not ignored by the location, also ignoring any bonuses applied by ignored cards.

  – The player controlling the Horde may pick angel(s) in the challenging Host whose Light is less than or equal to the Horde's Light total. Those angels are removed from the Host and placed in their owner's discard. **Example: The total Light of the Horde is 6. The Horde's owner could choose an angel with Light 6 to remove...or two angels with Light 4 and 2...or three angels with Light 2...et cetera. Any of the Horde's leftover Light is lost.**

  – If the Horde challenged, all cards in the Horde are placed in the Horde owner's discard pile. If they declined, the cards are left in the Horde area.

  – Check with the next player to the left to see if they would like to perform a Horde Challenge and continue until all Horde Challenges are done (or declined).

Host Challenge(continued)

3 – Resolve Host Challenge

Total the Light of the angels remaining in the challenging player's Host (*not removed by Horde Challenges, and not ignored by the location's condition*).

   – If the Host's Light total is ten (10) or higher, the Host Challenge has succeeded. Discard all angels/humans/relics in the challenging player's Host. The challenging player takes the location card and sets it in their play area, and a new location card is drawn to take its place. If this is the third location the player has won, proceed to the Final Battle (see Final Battle section), otherwise, the player's turn ends and play proceeds to the left.

   – If the Host's Light total is less than ten (10), the challenge has failed. Leave the surviving angels and/or humans (*those not removed during a Horde Challenge*) in the player's Host area...they can try again on a future turn. The player's turn ends, and play proceeds to the left.

Final Battle

Once any player has won their third location, the Final Battle commences!

1. Every player places all their cards into their discard EXCEPT: Locations, Commanders, and Titles.
2. Each player reviews the locations they have won (*if any*). There will be a reward listed, and that will indicate a number of angels and/or demons to add to their Final Battle army.
3. Players may look their deck and discard, choosing which angels/demons to add to their army, according to the rewards they have earned. **EXAMPLE: If you have one location with the reward "Add two angels," and another location with the reward "Add one demon," you may search through your deck and discard and choose any two angels AND any one demon to form your army.**
4. Place your Final Battle army face down in front of you.
5. Once all players have placed their armies in front of them, reveal all Final Battle armies simultaneously.
6. Determine your Light total of your army, adding any applicable bonuses granted by your Commander, other cards in your Final Battle army, and/or Titles.

Highest Light total...WINS!

In the case of a tie, compare the Word total of the tied armies, with the highest Word total declared winner.

If the armies are still tied, then balance leads to an uneasy truce with shared power over the kingdoms.

Solo Game and Variants

SOLO GAME:
SETUP
  - Normal starting cards for player: 7 Erelim, 3 Nephilim
  - AI gets no cards
  - Normal setup for store and Holy/Infernal decks
  - Separate out location cards into two decks:
       - One has only locations with angel/Ophanim rewards
       - One has only locations with demon rewards
       - Exile any locations rewarding both angels AND demons
  - Lay out 3 face-up location cards from the deck with angel/Ophanim rewards

PLAYER TURN
  - Player goes first and turns are normal EXCEPT
       - Player always replenishes store from Holy deck
       - Player will not build a horde
       - If player performs a host challenge, and AI has a horde...the horde will always challenge. When choosing angels to discard based on the horde's Light value, discard the angels with the highest Light value possible. At the end of the challenge, discard the AI horde to the AI discard pile.
  - Resolve the challenge same as in the two player game.

AI TURN
  - AI turns over top card from Infernal deck:
       - **If demon:** If it is a Prince, Duke, or Chief and the horde does NOT already contain that type, add to horde. Otherwise, discard to the Infernal deck discard.
       - **If human:** If the horde has no human, add it, otherwise discard to the Infernal deck discard.
       - **If relic:** If there is a demon in the horde with no relic, add it to that demon, otherise discard to the Infernal deck discard.
       - **If miracle:** Perform its effects immediately, then discard to the Infernal deck discard.

SOLO GAME (continued)
AI TURN (continued)
 - If ever the AI has a Prince, Duke, and Chief in its horde at the beginning of its turn, do not draw a card, and the AI gets to claim the top card of the location deck with only demon rewards. Ignore all conditions on the card. Then entire horde is discarded to the AI discard.
 - If the Infernal deck ever runs out, shuffle the Infernal deck discard to create a new deck.
 - If ever a card played to the AI's horde has a discard ability, discard the card and perform the ability immediately.
 - If ever a card played by the AI requires a choice to be made, make it in such a way as to give greatest advantage to the AI.

END OF GAME
 - When either the player or AI obtains their third location, proceed to the Final Battle as in the two player game. For the AI, choose rewards from the AI discard pile, selecting the demons with the highest Light value. In case of a tie for highest, choose to the AI's advantage.
• As normal, highest Light value in either the player's or AI's final army wins.

VARIANTS

Want to speed up the game?
 - Try drawing FOUR cards each turn instead of three.

Want another challenge?
 - Try laying out FIVE locations at the beginning of the game, instead of three.

A Few More Things...

Key Terms:

Equipped: Relics equipped to an angel or demon can be placed underneath the angel/demon card with the ability showing. An angel or demon may only have one relic equipped. If the angel or demon is exiled or discarded, discard the relic.

Exile: Remove the card completely from the game.

Light: The value used in Host Challenges to attempt to win a location card. Also the value used in a Horde Challenge to remove angels from the opposing Host.

Sacred and Profane: Sacred relics may only be equipped to angels, and a sacred human may only be played to a player's Host (limit one per Host). Profane relics may only be equipped to demons, and a profane human may only be played to a player's Horde (limit one per Horde). NOTE: Miracles can also be sacred or profane.

Word: The value in the lower left corner of the card, used to purchase cards from the store.

THE GOLDEN RULE: If the instructions on a card differ from the rules, perform the instructions on the card as written.

QUESTIONS? Check out our FAQ section at:
www.archangelis.shop

Designed and Playtested by Todd Bartine, Evey Bartine, and Jenn Ampulski

Art generated by Todd Bartine